

FIG. 1

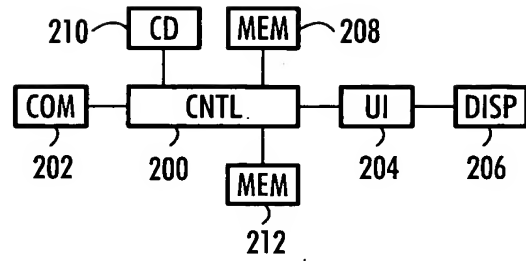


FIG. 2

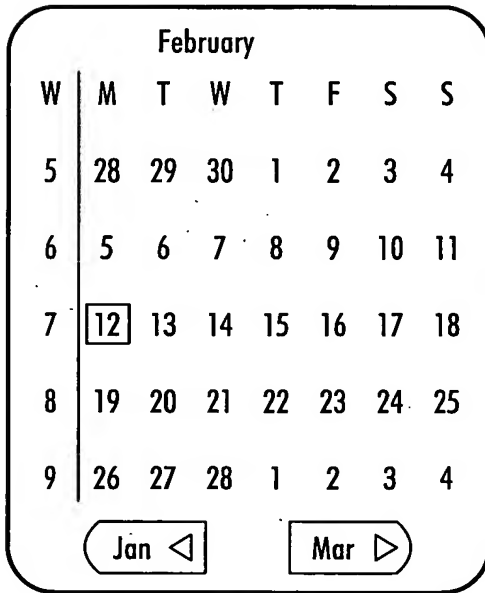


FIG. 3A

FIG. 3C is a 'GAMING ALARM' form. It contains the following fields and controls:

- NAME: Text input field (300)
- GAME: Text input field with a dropdown arrow (302)
- SERVER: Text input field (310)
- TIME: Text input field (304)
- HOST: Radio button (306)
- CLIENT: Radio button (308)
- OK: Button (312)
- CANCEL: Button (314)

FIG. 3C

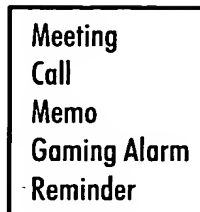


FIG. 3B

GAME ALARM	
NAME:	<input type="text" value="TEAM MATCH"/> 400
TIME:	<input type="text" value="8:00 PM"/> 402
SERVER:	<input type="text" value="123.123.123.12"/> 404
<input type="button" value="CLOSE"/> 406 <input type="button" value="CONNECT"/> 408	

FIG. 4A

CONNECTING
<div style="border: 1px solid black; width: 100px; height: 15px; position: relative;"> <div style="background: repeating-linear-gradient(45deg, transparent, transparent 2px, black 2px, black 4px); width: 20px; height: 100%; position: absolute; left: 0;"></div> </div> <div style="position: absolute; right: 0; top: 0;">410</div>
<input type="button" value="CANCEL"/> 412

FIG. 4B

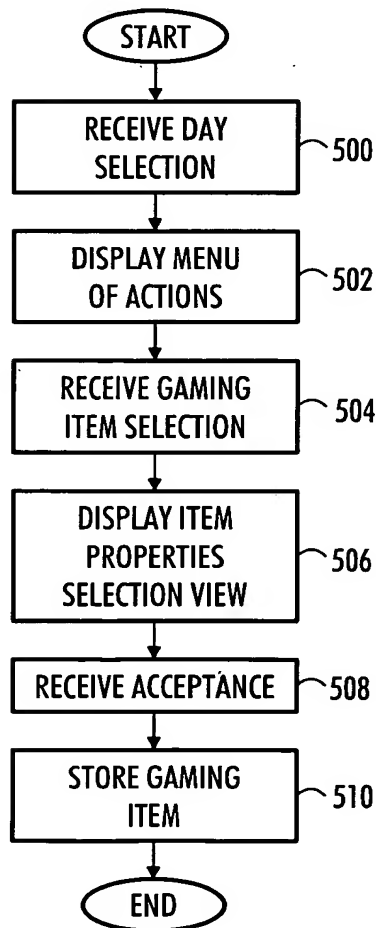


FIG. 5

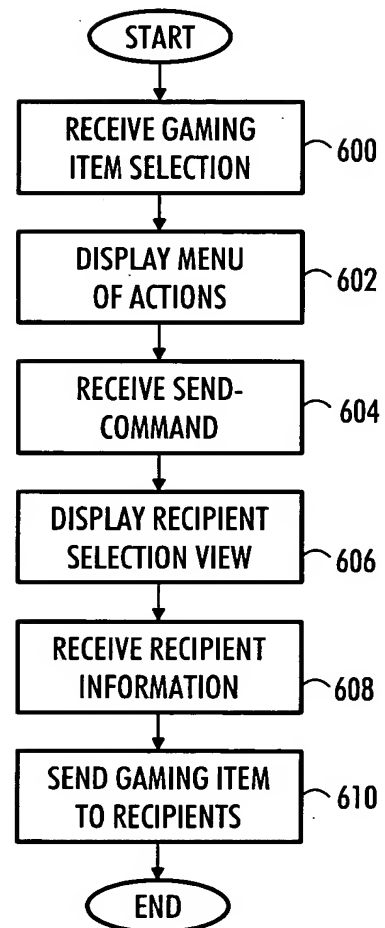


FIG. 6